Claims 1-16 (canceled)

17. (currently amended): In a computer system having a source computer and a destination computer having a clock that regulates timing of activities at the destination computer, a method comprising the steps of:

providing a logical structure for encapsulating multiple streams of data~~,~~; wherein:

said streams of data are ~~being~~ stored in packets; and

the logical structure holds a field for a maximum packet size and a field for a minimum packet size;

storing clock licenses that dictate advancement of a clock in multiple ones of the packets;

transmitting the logical structure from the source computer to the destination computer; and

for each packet that holds a clock license, advancing the clock at the destination computer as dictated by the clock license in response to receiving the packet at the destination computer.

18. (previously amended):The method of claim 43 wherein each clock license includes a time value to which the clock at the destination computer is to be advanced.

19. (original): The method of claim 18 wherein each clock license includes an expiration time after which the clock license is invalid.

Claims 20-36 (canceled)

37. (currently amended): In a computer system, a computer-readable storage medium holding a logical structure that encapsulates components comprising:

multiple streams of data wherein the streams of data are stored in packets;

clock licenses that each dictate advancement of a clock that regulates rendering of the data in the packets; and

a field in the logical structure for holding a value that specifies a maximum bit rate at which the multiple streams of data may be rendered.

38. (previously amended):The computer-readable storage medium of claim 53 wherein each clock license includes a time value to which the clock at the destination computer is to be advanced.

39. (original): The computer-readable storage medium of claim 38 wherein each clock license includes an expiration time after which the clock license is invalid.

Claims 40-41 (canceled)

42. (currently amended): A data processing system comprising:

a source computer with a storage;

a logical structure stored in the storage for encapsulating multiple data streams, data from said data streams being incorporated in packets, wherein:

the data stored in the packets are of a new media type;

the logical structure stores an identifier for the new media type; and

the identifier can be used to determine a renderer to use to render data of new media type;

a clock license being encapsulated into at least one packet for advancing a clock at a destination when processed at the destination.

43. (currently amended): In a computer system having a source computer and a destination computer having a clock that regulates timing of activities at the destination computer, a method comprising the steps of:

providing a logical structure for encapsulating multiple streams of data, said streams of data being stored in packets, by:

storing samples of data from multiple data streams in the packets;

storing replicas of information in at least some of the packets;

storing error correcting data in the at least some of the packets, wherein the error correcting data identifies an error correcting method for the at least some of the packets;

setting a flag in the packets that hold the replicas;

storing in the logical structure a field for a maximum packet size and a field for a minimum packet size; and

encapsulating the packets into the logical structure, wherein at least some of the packets hold the replicas;

storing clock licenses that dictate advancement of a clock in multiple ones of the packets;

transmitting the packets of the logical structure on a packet-by-packet basis over a packet switched network from the source computer to the destination computer; and

for each packet that holds a clock license, advancing the clock at the destination computer as dictated by the clock license in response to receiving the packet at the destination computer.

44. (previously added): The method as defined in Claim 43, wherein the replicas of information hold property information regarding the samples of data.

45. (previously added): The method of claim 43 wherein portions of a sample are stored in selected packets and a replica of property information regarding the sample is stored in each packet in which a portion of the sample is stored.

46. (previously added): The method of claim 43, further comprising the step of examining one of the replicas of information at the destination computer when one of the packets is lost during the transmitting.

47. (previously added): The method of claim 43, further comprising using the error correcting data in the at least some of the packets to correct an error when the transmitted logical structure is received at the destination.

48. (previously added): The method of claim 43, wherein:

the logical structure includes a header section and a data section; and

the error correcting data is stored in multiple packets in the data section.

49. (previously added): The method of claim 48, wherein information in the header section of the logical structure indicates what error correcting methodology is used with the error correcting data stored in the multiple packets in the data section.

50. (previously added): The method of Claim 48, wherein the header section holds information regarding multiple error correcting methods.

51. (previously added): The method of claim 43, wherein the error correcting data identifies one of a plurality of error correcting methods.

52. (previously added): The method of claim 43, wherein the error correcting data holds parity bits.

53. (currently amended): In a computer system, a computer-readable storage medium holding a logical structure that encapsulates components comprising:

multiple streams of data wherein the streams of data are stored in packets;

a field in the logical structure that holds a value that specifies a maximum bit rate at which the multiple streams of data may be rendered; and

clock licenses that each dictate advancement of a clock that regulates rendering of the data in the packets, wherein:

the streams of data stored in the packets are samples of data from multiple data streams in packets for transmission on a packet-by-packet basis over a packet switched network;

replicas of information are stored in at least some of the packets;

error correcting data is stored in the at least some of the packets;

the error correcting data identifies an error correcting method for the at least some of the packets; and

a flag is stored in each said packet that holds the replicas.

54. (previously added): The computer-readable storage medium of claim 53 wherein portions of a sample are stored in selected packets and a replica of property information regarding the sample is stored in each packet in which a portion of the sample is stored.

55. (previously added): The computer-readable storage medium as defined in claim 53, wherein:

the logical structure includes a header section and a data section, and

the error correcting data is stored in multiple packets in the data section.

56. (previously added): The computer-readable storage medium as defined in claim 55, wherein the information in the header section of the logical structure indicates what error correcting methodology is used with the error correcting data stored in the multiple packets in the data section.

57. (previously added): The computer-readable storage medium as defined in claim 56, wherein the header section holds information regarding multiple error correcting methods.

58. (previously added): The computer-readable storage medium as defined in claim 53, wherein the error correcting data identifies a plurality of error correcting methods.

59. (previously added): The computer-readable storage medium as defined in claim 53, wherein the error correcting data holds parity bits.

60. (currently amended): A data processing system comprising:

a source computer with a storage;

a logical structure stored in the storage for encapsulating multiple data streams, data from said data streams being <u>of a new media type and</u> incorporated in packets, <u>wherein the logical structure includes an identifier of the new media type from which a renderer can be determined to render the data of the new media type; and</u>

a clock license being encapsulated into at least one packet for advancing a clock at a destination when processed at the destination, wherein:

the streams of data stored in the packets are samples of data from multiple data streams in the packets for transmission on a packet-by-packet basis over a packet switched network;

replicas of information are stored in at least some of the packets;

error correcting data is stored in the at least some of the packets;

the error correcting data identifies an error correcting method for the at least some of the packets; and

a flag is stored in each said packet that holds the replicas.

61. (currently amended): A data processing system comprising:

a source computer with a storage;

a logical structure stored in the storage for encapsulating multiple data streams, wherein:

the data from said data streams is ~~being~~ incorporated in packets; and

the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams; and

a clock license being encapsulated into at least one packet for advancing a clock at a destination when processed at the destination, wherein portions of a sample are stored in selected packets and a replica of property information regarding the sample is stored in each packet in which a portion of the sample is stored.

62. (previously amended): The data processing system as defined in claim 60, wherein:

the logical structure includes a header section and a data section, and

the error correcting data is stored in multiple packets in the data section.

63. (previously added): The data processing system as defined in claim 62, wherein information in the header section of the logical structure indicates what error correcting methodology is used with the error correcting data stored in the multiple packets in the data section.

64. (previously added): The data processing system as defined in claim 63, wherein the header section holds information regarding multiple error correcting methods.

65. (previously amended):The data processing system as defined in claim 60, wherein the error correcting data identifies a plurality of error correcting methods.

66. (previously amended): The data processing system as defined in claim 60, wherein the error correcting data holds parity bits.

67. (new): The method as defined in Claim 17, wherein the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams.

68. (new): The method as defined in Claim 17, wherein the logical structure holds a field for a maximum bit rate at which the multiple streams of data may be rendered at the destination.

69. (new): The method as defined in Claim 17, wherein:

the logical structure holds a field for a new media type; and

the method further comprises:

accessing the field that identifies the new media type, upon receipt of the logical structure by the destination computer to determine a renderer to use to render data of new media type.

70. (new): The computer-readable storage medium as defined in Claim 37, wherein the logical structure that encapsulates components further comprises a maximum packet size and a minimum packet size

71. (new): The computer-readable storage medium as defined in Claim 37, wherein the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams.

72. (new): The computer-readable storage medium as defined in Claim 37, wherein:

the streams of data stored in packets are of a new media type; and

the new media type can be used to determine a renderer to use to render data of new media type.

73. (new): The data processing system as defined in Claim 42, wherein the logical structure holds a field for a maximum packet size and a field for a minimum packet size.

74. (new): The data processing system as defined in Claim 42, wherein the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams.

75. (new): The data processing system as defined in Claim 42, wherein the logical structure holds a value that specifies a maximum bit rate at which the multiple streams of data may be rendered.

76. (new): The method as defined in Claim 43, wherein the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams.

77. (new): The method as defined in Claim 43, further comprising including a field in the logical structure for holding a value that specifies a maximum bit rate at which the multiple streams of data may be rendered at the destination computer.

78. (new): The method as defined in Claim 43, wherein further comprising:

dynamically defining a new media type for a stream format of the multiple streams of data;

storing in the logical structure an identifier of the new media type that adopts the stream format; and

accessing, at the destination computer, the identifier of the new media type to identify a renderer to use to render data of new media type.

79. (new): The computer-readable storage medium as defined in Claim 53, wherein the logical structure that encapsulates components further comprises a field for a maximum packet size and a field for a minimum packet size.

80. (new): The computer-readable storage medium as defined in Claim 53, wherein the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams.

81. (new): The computer-readable storage medium as defined in Claim 53, wherein:

the logical structure that encapsulates components further comprises a field for a new media type for the streams of data stored in the packets; and

the new media type identifies a renderer to use to render data of new media type.

82. (new): The data processing system as defined in Claim 60, wherein the logical structure includes a field for a maximum packet size and a field for a minimum packet size.

83. (new): The data processing system as defined in Claim 60, wherein the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams.

84. (new): The data processing system as defined in Claim 60, wherein the logical structure includes a field for holding a value that specifies a maximum bit rate at which the multiple streams of data may be rendered.

85. (new): The data processing system as defined in Claim 61, wherein the logical structure includes a field for a maximum packet size and a field for a minimum packet size.

86. (new): The data processing system as defined in Claim 61, wherein the logical structure includes a field for holding a value that specifies a maximum bit rate at which the multiple streams of data may be rendered.

87. (new): The data processing system as defined in Claim 61, wherein the logical structure includes a field for an identifier of a new media type for the data from

said data streams incorporated in the packets and from which a renderer can be determined to render the data of the new media type.

88. (new): The method as defined in Claim 43, wherein:

the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams; and

the method further comprising:

including a field in the logical structure for holding a value that specifies a maximum bit rate at which the multiple streams of data may be rendered at the destination computer;

dynamically defining a new media type for a stream format of the multiple streams of data;

storing in the logical structure an identifier of the new media type that adopts the stream format; and

accessing, at the destination computer, the identifier of the new media type to identify a renderer to use to render data of new media type.

89. (new): The computer-readable storage medium as defined in Claim 53, wherein:

the logical structure that encapsulates components further comprises:

a field for a maximum packet size and a field for a minimum packet size; and

a field for a new media type for the streams of data stored in the packets

the multiple streams of data in the logical structure are Active Stream Format (ASF) data streams; and

the new media type identifies a renderer to use to render data of new media type.